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BRUZZESE et al. (43) **Pub. Date: Aug. 16, 2001**(54) **GAMING MACHINE**(30) **Foreign Application Priority Data**(76) Inventors: **VINCENT CARMELO BRUZZESE,**
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CHICAGO, IL 60603 (US)(51) **Int. Cl.⁷** **A63F 9/24; A63B 71/00**(52) **U.S. Cl.** **273/143 A; 273/143 R; 273/142 H**

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(21) Appl. No.: **08/795,064**(22) Filed: **Feb. 5, 1997**(57) **ABSTRACT**

A gaming machine is disclosed, the machine having a plurality of spinning reels viewed through a flat transparent panel. Touch screen circuitry is bonded with said panel and forms an array of "touch points" or data inputs by which game operation can be effected.

